

Reaper Presents:

# CASKET

# WORKS

STOCK #00001

Casket Works

Issue **12**

Summer  
2003

THE  
**LEGENDS**

**WARLORD**

**CAV**

**PRO PAINTS**

# WARLORD

*Razig's Revenge*  
Special Army List and  
Rules Preview!

Legends of Adon:  
**GRAGG ELFSLAYER**

BRAIN PRESS • NEW RELEASES • Babe Watch

**REAPER**

# FUTURE RELEASES



## WARLORD

- |  |                     |
|--|---------------------|
| 14075 Skeletal Warriors (4)                | By Behrle Hubbuch   |
| 14076 Devourer of Mashaf                   | By Jason Wiebe      |
| 14077 Griffon                              | By Sandra Garrity   |
| 14078 Nasithe, Female Dark Elf Champion    | By Werner Klocke    |
| 14079 Orc Shaman                           | By Ben Siens        |
| 14080 Guardian Angel                       | By Sandra Garrity   |
| 14081 Mummy Consort                        | By Bob Ridolfi      |
| 14082 Margara Firetongue, Rune Caster Mage | By Werner Klocke    |
| 14083 Lesser Demon Sergeant                | By Ben Siens        |
| 14084 Soul Cannon and Skeletal Gunner      | By Williams/Stewart |
| 14085 Freja Fangbreaker, Female Dwarf Sgt  | By Werner Klocke    |
| 14086 Giant Eagle                          | By Behrle Hubbuch   |
| 14087 Warlord Familiars II                 | By Werner Klocke    |

## DARK HEAVEN LEGENDS

- |   |                     |
|---|---------------------|
| 02728 Iron Golem  | By Sandra Garrity   |
| 02729 Mephisto Arch Devil   | By Geoff Valley     |
| 02730 Cavern Crawler  | By Bob Olley        |
| 02731 Yuri Female Monk  | By James Van Schaik |
| 02732 Kazumi Male Monk  | By James Van Schaik |
| 02733 Egyptian Statue Bast  | By Bob Olley        |
| 02734 Egyptian Statue Anubis  | By Bob Olley        |
| 02735 Baerwyn Male Elf Archer   | By Goumon Gael      |
| 02736 Thull Evil Male Fighter   | By Goumon Gael      |
| 02737 Bilgetreacle Dung Monster   | By Jason Wiebe      |
| 02738 Helena, Female Gladiator  | By Jim Johnson      |
| 02739 Dire Bat  | By Jason Wiebe      |
| 02740 Mummy King on Throne  | By Bob Olley        |
| 02741 Fairies (2) and Nymph   | By Werner Klocke    |
| 02742 Skeletal Giant  | By Jason Wiebe      |
| 02743 Tara the Silent   | By Werner Klocke    |
| 02744 Cichastus, Fly Demon  | By Bob Olley        |
| 02745 Ulern Anti-Paladin  | By Tim Prow         |
| 02746 Caella, Female Death Cultist  | By Werner Klocke    |
| 02747 Jean Paul Duchamps, Werewolf  | By Tim Prow         |
| 02748 Sir David, Adventuring Knight   | By Sandra Garrity   |
| 02749 Jade, Dancing Girl  | By Werner Klocke    |
| 02750 Ardanael, Elven Adventurer  | By Sandra Garrity   |
| 02751 Stone Golem   | By James Van Shaik  |
| 02752 Yanara, High Sorceress  | By Ben Siens        |
| 02753 Werebear  | By Jason Wiebe      |
| 02754 Blood Wolves (2)  | By Sandra Garrity   |
| 02755 Marunma, Naga   | By Geoff Valley     |
| 02756 Familiar Pack IV pug, squirrel, rabbit, monkey, lizard, weasel, imp, dragon |                     |
| 02757 Gastaroth, Vampire Warrior  | By Werner Klocke    |
| 02758 Stern Kestrelmann, Paladin  | By Werner Klocke    |

02751



02745



# JETSAM & FLOTSAM



Casket Works  
 Issue 12

## 15 Men on a Dead Man's Chest

I've decided to forego my usual rant and instead I'd like to present the First Annual Reaper's Choice Awards. I say annual, but it's likely that this will be the first and last time anyone sees these awards. Probably. Maybe. We'll see.

I'll get the butt kissing out of the way first.

**Best Office Manager Ever, Hands Down, No Argument** - This year, the award goes to Kay Strickland! Wow! Who would've thought? You couldn't ask for a better office manager. Matter of fact, if I were Microsoft, I'd fire Bill Gates right now and hire Kay to replace him. Except that would leave Reaper without her. Anyways, Kay, can I have my allowance now?

Now that that's done, let's move on to the irreverence.

**Most Likely to Color His Hair** - The award goes to Robert Stewart. Matter of fact, Rob already colors his hair. Sure, it's blue, but Just For Men might as well just start stocking blue for Rob's twilight years.

**Most Likely to Name a Child After a Character From the Munsters or The Addams Family** - The Award goes to Ivy Steputis. Matter of fact, she's already done it. What's next Ivy, a son named Lurch?

**Most Likely to Hold a Grudge** - The award goes to David Pugh, a.k.a. Darth Abacus, Reaper's accountant. Sheesh, talk about holding a grudge. Dave is still angry that Annie Hall beat out Star Wars for Best Picture Oscar in 1977. He's even threatened that if he ever meets Woody Allen he'll give him an Indian rope burn, you know, a really bad one that smarts for days. Yeah.

**Most Likely to Be Stalked by a Man and/or a Woman** - The award goes to David Baker. Some advice, Baker: if you ever go rafting in Georgia, keep your shirt on, especially if you hear dueling banjos.

**Most Likely to Have an Anecdote** - The award goes to Ed Pugh. From one-armed strippers to grouting a shower to the existence of God, Ed will have a rejoinder to tag onto anyone's conversations.

**Most Likely to End Up on COPS** - Too many to list here.

So there you have it. There are more awards, but we've run out of space. Maybe you can find the rest on the Reaper homepage ([www.reapermini.com](http://www.reapermini.com) for those of you under rocks). Or, maybe you won't.

If anyone needs me, I'll be hiding under my desk seeking shelter.

*Ron*



Reaper Miniatures is here for people who love gaming. Our catalog is aimed at those with a love of miniatures, and a passion for gaming. Our goal is to stroke our egos, and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures, and embarrass other companies with how well we do what we do!

On the Cover:  
**Razig's Revenge**, by Sven Bybee

## All Hands On Deck

### Brass: (Casket Works)

Ron Hawkins	Captain Nemo
Dave Pugh	Captain Blood
Ivy Steputis	Captain Grace O'Malley

### Riggings: (Employees)

Anne Foerster	Anne Bonny
Al Pare	Young Jim Hawkins
Bill Grand	Billy Bones
Brandon McDermott	Israel Hands
Brian Shires	Captain Morgan
Bryan Stilz	Blackbeard
Christine Kasupski	Keel Hauled
Damon Dorsey	Bottle of Rum
David Baker	Cabana Boy
Doug Clevenstine	Flying Dutchman
Ed Pugh	Jack Rackham
Gary Hoover	Jack Tar
Ira Strawn	Treasure Island
Jason Tandy	Mizzenmast
Jay Ragan	Crow's Nest
Jeremy Allen	Yo Ho Ho
Joseph Wolf	Barnacle
Kay Strickland	Jacob's Ladder
Kevin Williams	Buried Treasure
Kit Pierce	Polly the Parrot
Mark Crawford	Gold Dubloon
Matt Clark	Walking the Plank
Matt Ragan	Pirate Yosemite Sam
Matt Yamario	Scurvy Dog
Miriam Pugh	Swabbie
Nao Nagashima	Duck Foot
Nathan Morris	Walked the Plank
Rick Krug	Davey Jones' Locker
Robert Allen	Wood Rot
Robert Stewart	Spanker
Shannon Stilz	Palm Tree
Victoria Pugh	Mary Read

### Crew: (Sculptors)

Ben Siens	Peter Pan
Bobby Jackson	Lost Boy
Bob Olley	Ticking Crocodile
Bob Ridolfi	Captain Hook
Dennis Mize	Map
Goumon Gale	Belaying Pin
Geoff Valley	Cutlass
James Van Schaik	Treasure Map
Jason Wiebe	Wendy
Jim Johnson	Tinkerbell
Julie Guthrie	Cabin Girl
Mark Kay	Kermit
Richard Kerr	Mr. Smee
Sandra Garrity	Dead Man's Chest
Steve Saunders	X
Tim Prow	Lily Livered Lubber
Todd Harris	Cannon
Werner Klocke	Spyglass

### Treasure: (Artists)

James Holloway	Pieces of Eight
Mark Kidwell	Trinkets
Sven Bybee	Pearls
Tim "Talin" Collier	Rubies
Wayne Reynolds	Emeralds

### Fleet: (3D Artists)

John Bear Ross	Barque
James Burrell	Merchant Man
Ron Dubray	Frigate
Neil Nowatzki	Sloop

### Hours of Operation:

9am-5pm CST, Monday - Friday

Phone (972) 434-3088 Fax (972) 221-2481

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# REAPER Swag Superstore

**PROOF OF PURCHASE**

Made  
In The  
U.S.A.

Now that you've clipped all those Proof of Purchase tags from your blister cards, you've probably been wondering "What good are they?"

They're taking up space in your drawer, and you probably have enough to wall-paper your room.

Can you bribe a Reaper employee to get you some stuff? Not Really. Can you trade them to your big sister for a date with her best friend? You could, but then you would be missing out on some cool Reaper swag!



## The Swag!

<b>Keychain</b>	<b>10 Points</b>	<b>Cap</b>	<b>50 Points</b>
Reaper or CAV		Reaper or CAV	
<b>Window Transfer</b>	<b>35 Points</b>	<b>Tote Bag</b>	<b>60 Points</b>
White Logo, 12x4.75		Black, 2 sided	
<b>T Shirt</b>	<b>40 Points</b>	<b>Paint Rack</b>	<b>90 Points</b>
Reaper, CAV or Sophie			
WHITE or BLACK			
Sizes: M, L, XL, XXL			

### The Values

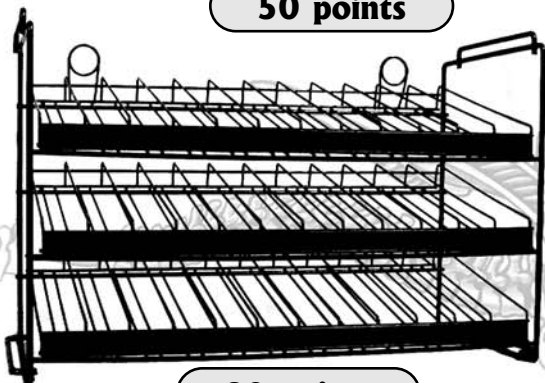
<b>Small Card</b>	<b>= 1 Point</b>
<b>Large Card</b>	<b>= 2 Points</b>
<b>Small Box Set</b>	<b>= 5 Points</b>
<b>Large Box Set</b>	<b>= 10 points</b>



**35 points**



**50 points**



**90 points**



**Front**

**Back**

**Front**

**40 points**



**10 points**

**60 points**



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It's  
a Mad Mad Mad  
Mad World...

Bet you're wondering what all of the little CW#s next to all of the prices are! Well, we at Reaper want to make everyone's lives a little easier, and that includes our buddies overseas. So, those customers that order from our European production partner, Minifig UK will get an additional flyer with the converted values in their catalog. The rest of us can just sit and wonder what they're worth in foreign currency.

### *Top Ten Things Overheard at Origins in Columbus*

10. Exhibitor badges? We don't need no steenking exhibitor badges!
9. \$18 for two hot dogs? Oh well, at least it's cheaper than Gen Con.
8. Yeah, right, just let those Klingons try to throw me in jail.
7. What's up with all the rainbow stuff?
6. Pre-painted? Plastic? Collectible? It'll never work.
5. Gnomes! For the love of God, we need more gnomes!!
4. Do you change the color of your hair every day to match the color of your shirt?
3. If we don't find land soon, I'm going to kill him and throw his carcass overboard for the sharks. (Oh, wait. That was something overheard by Christopher Columbus. Sorry.)
2. Matt, you ignorant slut!
1. Let's go have some Thai food!

### **Pro Paints: Pro Painter**

Reaper is glad to welcome aboard new staff painter Anne Foerster. Anne is an accomplished painter and is well known for her award-winning painting style. We look forward to burying her beneath a ton of metal miniatures!

Speaking of painting, pick up our new Learn to Paint Kit 2: Skin and Cloth. Now available at your favorite local game store. Anne wrote the painting guide for LTPK2, which is filled with wonderful examples of painting skin and cloth. If you see Anne at any conventions, be sure to ask her about it!

### **Reapermini.com:**

#### **News from Webmaster Kit**

Everyone knows about the painting contest right? Check it out: Fame, fortune, and wicked cool paint jobs.

If that wasn't enough, just in time for our one year anniversary of the Reaper store being online, we've completely retooled the online storefront. We've made it faster, better, stronger. You'll like it. It's Bionic(tm). That's not all, though. We have great things in the works, like a special section for Black Lightning AOs and an expanded resource for the whole miniatures hobby. Stay tuned.

#### **Our Favorite Websites**

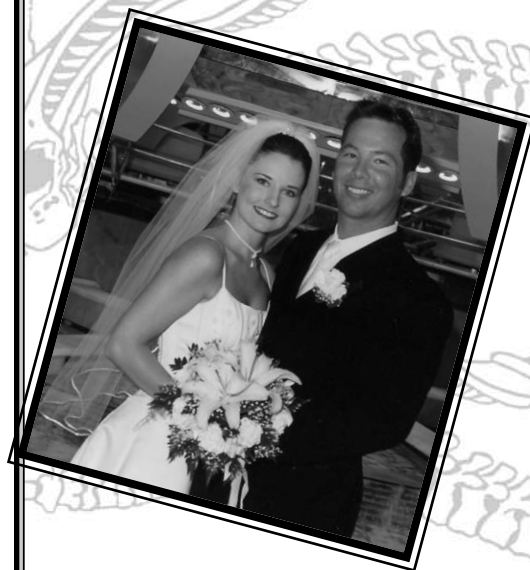
**GamingReport.com** is a must see website for anyone into RPGs and tabletop miniatures. Every day Gaming Report provides visitors scoops on gaming and information on the gaming industry itself. Go and see for yourself!

A great website for miniatures enthusiasts is **CoolMiniorNot.com**. The premise behind the site is painters post pics of their painted minis and visitors get to rate them on a scale of 1 through 10. But that's not all! You can just browse the thousands of images on the site by manufacturer, painter, or by ranking. There's also news and painting tips to boot. This site is a must for all painters!



## Gaming Industry's Most Eligible Bachelor: Off the Market!

In keeping with the undead pirate theme for Casket Works 12, Reaper Ron joined the ranks of the undead, er *married* over Memorial Day weekend. Ceremonies were held on board The Dark Maiden, who was docked off Galveston, Texas for the cursed... Ahem... *Blessed* event. Word around the shop is that Reaper Ron was afraid the Reaper Wrecking Crew would try to abscond with the bride and his gold, by firing ballistas armed with Warlord Familiars at the ceremonies. Little did he know they spiked the groom's cake with lead instead! (Kinda fitting for a Miniatures Demi-God, don'tcha think?)



## CAV News

Origins was a lot of fun! *The Templar Warmaster* for 2271 has been crowned, the *Bad Blood* Mercenary unit (under the command of Frank Vickers who came all the way from England!) took the prize this year. Mike Clark's First Urban Hammers (the 2270 champions from last year) have been enjoying their year as "best of the best" but now makes way for this year's victors. Bring your best 1750 points 4 cavs (no more, no less) to Origins next year (Origins 2004, aka *Warmaster 2272*) and take the title home for yourself.



## JOR2 Now Available

Hot off the presses, The Journal of Recognition 2 has been released! Combined Arms explodes onto the battlefields of the 23rd century. If you're a mecha combat fan and you're not playing CAV, you are missing out on the best game around. A galaxy full of big, stompy robots can't be wrong. Pick yours up today!

## WARLORD

*Warlord* has moved out from the dungeons and laboratories of the Mad Reaper Scientists to see the light of open Beta testing. If you haven't downloaded the rules and tried it out, you should! Surf on over to **WarlordHQ.com** and join the discussion on the Reaper web forum. Miniatures gaming will never be the same... Here comes the Reaper.

**COME GET SOME!**

## The Next Big Thing

First we tantalize you with fabulous concept art from Talin... next, more teasing! Check out the awesome green for Marthrangul, the next big dragon... By Jim Johnson. We're willing to bet that now you really can't wait! Funny, neither can we!





# DARK HEAVEN LEGENDS

## Legends of Adon

By Robert Allen

Gragg's birth and earliest years are completely unremarkable from any other orc in Kargir. It was not until his adolescence that Gragg distinguished himself from his tribesmates. An orc's coming of age, called a Bhalrukk, is always a pivotal moment in their lives. The Bhalrukk involves feats of combat, and of cunning, to gauge both their prowess and their mettle. It is the point where they must prove their worth to the tribe, and if they should fail, their tribes will shun them.

As a member of the Elfslayer tribe, Gragg's Bhalrukk involved him hunting and slaying one of the wood elves of the Woodspike Forest, armed solely with a bone knife. He was given six days to complete the task, and was expected to return with the head of an elf...or not at all. It was a long trip to the Woodspike Forest from the lands claimed by the Elfslayer tribe, and it was not unknown for orcs to be killed en route by natural hazards, or even other orc tribes.

Five days later, a bloodied Gragg stumbled into the Elfslayer village, carrying a foul-smelling sack. His body was cut in a half dozen places, and there were two obvious arrow wounds in his left shoulder. Shakily, he knelt at the feet of the tribal leader - a massive orc called Eralg - and his champions, and poured out the contents of his sack. Out rolled six elfen heads.

Instantly all assembled were astounded. Not only had Gragg survived grievous wounds, but he had single-handedly killed six elves? One of Eralg's champions, a heavily scarred orc named Khatark, immediately accused Gragg of having cheated at the Bhalrukk - a grievous offense, and a dire charge against Gragg. Gragg slowly pulled himself to his feet, brandished his bone knife, and challenged Khatark to a duel of honor. Khatark laughed at the challenge; he was a champion of Eralg, and he would not sully himself with fighting a coward who could not fulfill his Bhalrukk without aid. However, Eralg denied Khatark's refusal and forced him to accept Gragg's challenge. As Khatark drew

# G r a g g E l f s l a y e r

*Lord of All He Surveys, King of  
Kargir, Despoiler of Anhur,  
Chosen of the Orc Gods*

his iron scimitar, Gragg dove upon him and buried the bone dagger in his throat. The challenge was decided as Gragg savagely added one orc head to his collection of elf heads. Eralg himself was now impressed, and judged that Gragg was indeed a worthy orc. Gragg Elfslayer was instantly elevated from unproven orc whelp to one of Eralg's personal champions.

Over the next few years, Gragg's status continued to rise. He proved to Eralg that he was a master strategist, whether the Elfslayer tribe was feuding with other orcs, or raiding the humans of Kjord, or facing any of the numerous beasts that plagued Kargir. With each battle he studiously planned ahead, maximizing the outcome for the tribe. And he never shied away from combat himself; he was as eager to lead from the front as any orc. In time, Gragg rose to be second only to Eralg in the Elfslayer tribe. And as Eralg aged, it became obvious what was to come.

In 981 NA, Eralg accepted his fate. Gragg challenged Eralg for the leadership of the tribe, knowing what the outcome would be.

Eralg, while a great leader of the tribe, was past his prime. Gragg was in every way his superior - faster, smarter, and deeply cunning. It was for the honor of the tribe that Eralg faced Gragg, and as he died under

Gragg's blade, he felt nothing but pride.

And thus it was that Gragg became leader of the Elfslayer tribe. But it was not enough.

Gragg's destiny was bigger, and he embraced it. He immediately set about bending the other tribes to his will. For some, it took force. For others, it took diplomacy, although the

orcish brand of diplomacy bears little resemblance to the human sense of the word. Yet others required every ounce of guile and manipulation Gragg could muster - but in the end, he united all of the tribes of Kargir under his banner during his famous speech at the frozen moor now known as the Heath of the Elfslayer.

For too long, he told them, the orcs had been held down by the other races. Pushed into the harshest lands of Adon, while the humans and the elves prospered in the lands to the south. The orcs suffered and died in the merciless cold, fighting over scraps while the humans enjoyed lands of plenty and abundance. But for no longer.

It was a masterstroke. With one speech, every orc in Kargir swore allegiance to Gragg Elfslayer - and swore only death for the humans.



**ROLEPLAYING NOTES:** Gragg is one of the most intelligent orcs ever to live. While he has never had the sort of education other races might enjoy, he is naturally gifted with a sort of cunning and wisdom that rivals that of even the greatest of scholars. For Gragg, his intellect has been poured into two gains. First and foremost, his personal survival. His razor-keen mind has kept him alive when lesser beings would have faltered. Secondly, he has devoted himself to expanding the realm of Kargir, capturing the lands of lesser races so that the orcs can live better, as well as forging his own unfaltering legacy.

Gragg's high charisma belies none of the savage nature that is his orcish birthright. He can be whatever the situation warrants, which has allowed him to forge the coalition of tribes that he has. When dealing with his warlords, he is direct but not threatening. When dealing with captives he is blunt but not cruel. He is a fierce warrior but he admires those he considers worthy challenges.

**APPEARANCE:** Gragg is a large orc, but certainly not the largest to be found in his armies. Unlike most orcish leaders, Gragg leads both with his brains and his brawn, and his

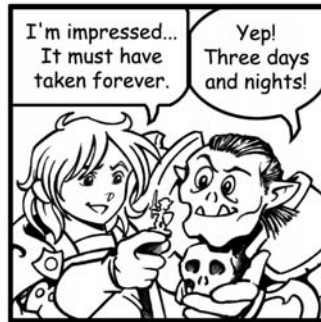
intellect is readily apparent to any who meet him. He has a fire in his eyes, and it burns brightest when he considers the future of Kargir and his legacy that is being bloodily carved into Anhur. He wears the finest armor available, forged by enslaved dwarven craftsmen, whose toil has created a suit of armor fit for a king - exactly as Gragg views himself. He wields a large scimitar called Varghnor, a blade with a long history among warlords in Kargir - typically known as being frequently blooded against the foes of its wielder. It was with Varghnor that Gragg beheaded King Duncan, and thus the blade has now gained a reputation in Anhur as well.





# BRAIN PRESS

small words



## Reaper Movie Review

This summer we had the pleasure of viewing the new summer blockbuster, *The Incredible Hulk*! The plot goes something like this: man gets irradiated by gamma rays and turns into a giant green monster. Hope we didn't spoil anything by letting you know all those details. Anyhow, it stars Eric Bana and the foxy Jennifer Connelly. One last thing: don't make me angry; you wouldn't like me when I'm angry. I always wanted to say that.

**Ron** -- This was such an uplifting movie. At times, I nearly wanted to cry. Think about it, for those two dogs and that cat to travel all the way across... Oh, wait. That was the Incredible Journey. Nevermind. I'll give it a B just on principle. **B**

**CAVMatt** -- First of all, my favorite color is green. Second of all, he fought Absorbing Man (isn't that a great name? Okay, so it wasn't "Crusher" Creel). And third... **HE USES A 105MM TANK CANNON AS A FREAKING SLEDGEHAMMER... THAT ROCKS!!!** For the record, Betty Ross. MMM. **A**

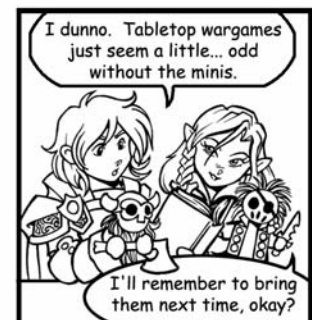
**Robert-- HULK SMASH!** Love the cut scenes. *Jennifer Connelly...* MmmmmmmmmMMMMmmmmmm. And **HULK SMASH.** Alot. Over and Over. **A+**

**Jay** -- It was cool. I liked it when the Hulk beat up that poodle. Dang mutant gigantus poodles. Leaving their big stinky poodle poo-poops everywhere! Made an awesome distraction while waiting for the flight out of Columbus after Origins! **A**

**Kevin.** -- The animation was a little cleaner than I expected after seeing the last trailers. Mutant poodles... those were hilarious! Lou Ferigno and Stan Lee.. what a perfect cameo. Genius! **B+**

**Ivy** -- Not to sound completely shallow, but I just noticed Jennifer Connelly and I have the same coloring. Cool! Er, the movie... Pretty nifty. Not enough hot guys! Loved the comic styled transitions. And of course, you just know there's gonna be a sequel... **B**

small words



# Razig's Revenge

Special Preview and Army List! by Matt Ragan

There are none that sail the waters of the Dragon Spine Sea that do not fear the name Razig. The undead crew of the Dark Maiden surge on the waves of an eerie storm as they sail from shore to shore. Captain Razig was, in life, the most dreaded pirate to sail the waters off the southern coast of the Ritterlich Confederacy. In years long past Razig's desire to overthrow the Overlord of Ritterlich spelled his doom. He had schemed to pit the Archmage of Ritterlich against the Overlord and it failed miserably. Slain and cursed by the Archmage Andrada, Razig sails the waters of the Dragon Spine Sea for all eternity with his crew. At least, that's the story sailors tell each other when they cower at port from the winds and rain of an eerie storm out at sea.

What the world doesn't know is how the Ritterlich Archmage Andrada uncovered the pirate's plot... Razig was betrayed by the woman he loved. The Lady Clarissa Schiffbauer of Astoria sold Razig down the river for pretty pieces of gold and promises of lucrative political arrangements. After a long and festive night of drinking, Razig went to sleep and would never again awake as a living man. Powerful magics were cast and down into the deep went the Dark Maiden, ship, crew and all.

Clarissa lived on, spending Razig's treasure like it was her own, tossing it about as easily as a storm wind stirs autumn leaves. At least, that's what she did for a year and a day.

Fueled by an inner hate stronger than death, Razig returned for revenge. Clarissa found herself bound to a rusted ship's anchor and sent down into the deep where the sea worms feed. Razig now sails the seas hunting down every last golden coin, every missing silver cup, and each sparkling piece of jewelry that was taken from him. The names of every thief that took from him and every scoundrel that ever cheated him magically appear in black

runes upon the sides of the Dark Maiden's hull. As the long years wear on, some names replace themselves with the names of firstborn offspring. Razig has an account and intends to settle it one way or another. Always sailing in the eye of a great violent storm, the Dark Maiden is a fearsome sight off a harbor, beach, or ship's rail but sailors know to say their prayers and draw their cutlasses when the bloody flag of Captain Razig comes into view. No mercy asked, no mercy given.

Warlord is Reaper's new fast paced game of fantasy skirmish battle. Releasing in 2003, Warlord uses Reaper's Damage Track™ system for fast and realistic play that was first pioneered by CAV (Combat Assault Vehicle). Razig's Revenge is a special bonus army list, it will

help whet the appetites of players interested in what Warlord may look like as well and as serve for reference material if any of you came to Origins or will come to GenCon to play some demo games of Warlord... plus Undead Pirates are just cool.

Don't have a copy of the Rules? Check [www.warlordhq.com](http://www.warlordhq.com) for details. The full rulebook will be available in the winter of 2003 but you can download the beta testing version of the rules online for free.

*I haven't read the rules, this is gibberspeak to me!*

The Basics! Players in Warlord create Fighting Companies. Each major faction in Taltos has a unique army roster of Models that comes from that faction as well as special rules governing their use. There are also Freelance Fighting Companies. In a Freelance Company models of similar alignment can fight

side-by-side regardless of what army roster they originally come from. How can you tell similar alignment? Well Evil is red, Good is blue, and

Neutrality is purple. Just make sure you don't have good and evil Models in the same Fighting Company and you're doing great.

Picking out troops is easy. There are four broad categories of Model Types. Leaders are the ones that com-



mand Troops. Soldiers form the bulk of your fighting forces. Elites are your special purpose figures like adventuring heroes, mages, or clerics. Usually a Troop will only have one or sometimes two Elites. And finally Solos, which are Models that fight best on their own and not in a unit with other Models.

Fighting Companies are made up of Troops, which are groups of Models under the command of a Leader Model. Troops average in number between 4-10 total miniatures. Models marked as "Unique" indicate that a Fighting Company may only ever have one of that type of Model. Models without the "Unique" notation indicate that the figure has point values that are common or stereotypical enough to replicate (as the controlling player, you might want to rename multiple instances of the same figure with different names, rather than calling 3 different guys Bob, call them Bob, Rob, and Tod). You can only ever have one Warlord in a Company, so choose it well. Of course, if you're fielding a Razig's Revenge company your Warlord choice is easy... it's Razig!

Sound complex? Well, it's easy. If you're unsure, just remember to pick up a Leader Model and some Soldiers and you're doing just fine. Everything else makes sense the more you play. What this article presents is a single Army Roster. As an Army Roster, a Fighting Company from the Razig Revenge can only use Models and Data Card values from this list and still benefit from the Razig Revenge Special Rules. Of course, you can opt to field a Freelance Company and just use the Razig Revenge Models you like so long as you don't have any Good guys mucking about in your Company.

## The Razig's Revenge Army Roster

### Leader Models

#### Warlord

##### Captain Razig

The grim undead Captain has sailed the seas of Adon for many long years. His deep eyeless sockets are always scanning the horizon for any sign of his misspent treasure or enemies that have eluded his vengeance. Razig enjoys his undead state, no hunger, no thirst, no scurvy, no drowning. However, he occasionally misses things here and there from his old life... mainly the taste of grog. Razig misses grog terribly. Everything else was just a waste of time anyway, including love. It's hate that keeps your old bones warm in a storm. Hate never leaves you. Hate never fails you. Love be hanged.

#### Lieutenant

##### Baron LeBone

The dashing Baron LeBone was a Racheau fop in life and he hasn't changed much in death. Fine clothes, fine treasures, and things of beauty to behold are LeBone's desires in unlife too. He fancies wine as much as he used to even though it pours right through him and tends to ruin his perfectly good clothing... but he swears he remembers the taste. LeBone joined Razig's undead crew at the outset. He was one of Razig's oldest friends and an admirer of the stunning and golden haired Lady Clarissa. Perhaps he should have admired her from a further distance; that would have saved him pain and body parts. Nonetheless, he is an excellent fighter and officer and he still manages to amuse Razig even after all these years... well one way or another at least.

##### Mister Blood

Mister Blood is the Boatswain (Bosun) of the Dark Maiden. He was a wastrel and failure on land, but a loyal and top-notch sailor on the seas. Though the crew at times truly hated Mister Blood, none could doubt his skills and martial prowess. Released from his mortal

coil Mister Blood is truly terrifying to behold when he gets angry. When Blood is "in the mood" for violence, baleful energy swells from his eye sockets and his flashing blade thirsts to cleave life and limb.

### Chief\*

#### Blackknife Tom

Blackknife Tom was a pirate's pirate. He'd kill you just for spite, steal your money just for laughs, and spit in your grog just so that he could whet his whistle for free. Now that he's dead, he's worse. Before, at least there was always the threat of getting killed looming over his head, but since he's already dead... well, unlife's been just one big party.

#### Grim Pete

Nasty, brutal, villainous, bloodthirsty, mean hearted men like Pete don't come along very often... unless you're a pirate. Pete is one of those natural born leaders of men that inspire terror, fear and cold shivers down your spine. The crew is always on the lookout for toughs like Pete to take charge and Pete is more than happy to oblige – for a cut of two portions instead of the usual one.

\* In Warlord these classes of Leader Models are normally called Captains and Sergeants, but since we're talking about a ship's crew we marked them with naval ranks in the Roster. Lieutenants are the same as Warlord Captain Models, and Chiefs are the same as Warlord Sergeant Models.

### Elite Models

#### Mage

##### Clarissa the Banshee

Poor little drenched, skinless, boneless, hopeless Clarissa – Razig was less than merciful with her when he discovered that the only woman he ever loved had betrayed him in so many different ways. Her wails of sorrow, pain, and regret sing Razig to sleep at night's end and call him to rise in the evening's freshness. The greater her pain, the sweeter the warmth in the Captain's chest. One of the only things that will bring a smile (or it would if he had lips) to Razig's face is the sight of Clarissa and LeBone trying to embrace – one matter, the other spirit and neither of them to again enjoy each other's touch. They say Clarissa's barnacle encrusted bones bump along at the bottom of the Dark Maiden's hull leaving only her disembodied spirit free to roam. Whenever Razig goes hunting, it is one of the only times Clarissa can vent her fury. For reasons she cannot understand her powers do not work against the crew or ship... thus woe to the living that crosses paths with this angry ghost.

### Hero

#### Jackie Bones

Jackie Bones is a tough sea dog with bones of iron, teeth of granite, and a spine of steel. Where Razig sails, so too will Jackie Bones and it's not his place to question the Captain's wishes. For many long voyages has old Jack Bones fought in the Captain's boarding actions and battles. You can be sure that in this final long journey beyond the bonds of death Jackie will fight for his Captain again. The Captain always settles accounts at the voyage end. You can count on that as sure as you can count a pile of golden coins.

### Soldier Models

#### Grunts

##### Skeletal Chain Gang

The chain gang uses lengths of ship chain to bash, bludgeon, and crush foes. Blood, rust, and fear mix sweetly together to make a pirate smile.

##### Skeletal Crewman

A cutlass and a bloodcurdling scream is all a pirate ever really needs... and grog. Curses about the grog! Who knew you'd need a stomach?



## Skeletal harpooner

Not much use for blubber and whales in undeath but nothing beats a harpoon when fighting enemies in the close quarters battle on ship.

## Zombie Recruit

Nothing worse than losing an able bodied seaman to combat actions on shore. Luckily the press gang always seems to find new recruits. Clear that rotting skin off lad, it's slowing you down!

## Adepts

### Bone Marines

Where else but in a pirate crew are the most psychotic, blood-thirsty, and least sociable crewmen given the best weapons and turned loose with little supervision?

## Solo Models

## War Machine

### Soulcannon

Cannon balls and keeping your powder dry are concerns of the living. Skulls are about the right size and the power of a harnessed soul is more than enough to rip through enemy lines. Run 'er out and fire!

## Solitaire

### The Dark Maiden

There is only one woman in Razig's life that has been with him since his first voyage, his first command, and through all the trials and heartache of life and unlife... his ship. The Dark Maiden loves him true, loves him forever, and loves him jealously. She never speaks, professing her love in the creaks of her timbers and showing her anguish in the moans of the wind through her rigging. Only she knows where the storm winds will take them and what black schemes dwell within her rotting wooden heart.

## Razig Revenge Special Rules

All Army Rosters have Special Rules that are unique to that particular Roster. These special rules help the feel and flavor of the Fighting Company. All Fighting Companies in Warlord will come from specific Army Rosters unless it is a Freelance Company. Remember Freelance Companies do not get the benefits of any of these Special Rules. Only Fighting Companies that use only models from this Roster can benefit from these rules.

### "Thar's tha scurvy dog wîr me treasure!"

After the Deployment Stage and before the first Action Phase, the opposing Side must nominate one of its own Models as "the scurvy dog." The Scurvy Dog must be one of the following Model Types: Warlord, Captain, Hero, Cleric, or Mage.

If "the scurvy dog" is removed from play, the Side controlling Razig's Revenge gains double the Model's Bounty Point value (Bounty Points gained from a Looting Action are not doubled). If game play ends with the Scurvy Dog alive and undamaged, then the Side controlling Razig's Revenge loses a number of Bounty Points equal to double "the scurvy dog's" value.

### "Guns! Bring up the Guns!"

The Soulcannon is not considered a Unique Model when fielded in a Razig's Revenge Fighting Company.

### "Thar's an imposter boys, let's kill 'im!"

If the opposing side is also using the Razig's Revenge Army Roster, then the opposing Captain Razig is automatically the Scurvy Dog for both Armies.

### "Do ye want ta live forever?!"

All Models in a Razig's Revenge Fighting Company have the

Undead Special Ability even if it is not designated as such on its Data Card.

### "Oh no lad, hate sustains me!"

If Captain Razig sustains enough damage to be removed from play the following events happen.

The Captain Razig Model is placed on its side or face on the battlefield (if a player does not wish to place his or her Razig Model on its side then a marker token or base must be used to mark the location where Razig "fell" – we suggest a tombstone on a standard 1-inch Warlord base)

The Captain Razig Model must spend an entire Action Phase down (i.e. one Non-Combat Action and one Combat Action spent inactive).

After spending one entire Action Phase down, Captain Razig may return to play fully restored and undamaged (but any single use Magic Items that have already been used do not return) under the following conditions:

At least one Scurvy Dog on the opposing side remains active and in play

The side controlling the downed Captain Razig is able to sacrifice a number of Models equal or greater than the cost of the Captain Razig Model (sacrificed Models count as Bounty Points for the opposing side; however, the opposing side does not gain Bounty Points for Captain Razig until he is finally removed from play). Models sacrificed are removed from play in the following order:

Undamaged Models not in base contact with an enemy Model

Undamaged Models in base contact with an enemy Model

Damaged Models in base contact with an enemy Model

Damaged Models not in base contact with an enemy Model

A Model is removed as a normal casualty (Model plus all equipment) and a player may not sacrifice portions of a model or only the magical items in an attempt to meet the point requirement for raising Razig and still keep the Model.

If the controlling side is unable to sacrifice a sufficient points value of Models, or the Scurvy Dog is removed from Play, then so is Captain Razig.

A player may not choose to leave Razig down in order to save other Models of the Fighting Company from being sacrificed.

If enemy Models are still in base contact when Razig returns to action then they are considered in Close Combat and Razig may attack or be attacked as soon as he rises.

Example: John is fielding a Razig's Revenge Fighting Company. After adding up all of Razig's Magical Items, the point value of Captain Razig is 255 points. Should Captain Razig fall in battle, John will have to remove 255 points (or more) of other Models (such as crewmen, The Dark Maiden, or a Soulcannon) from the Fighting Company to fuel Captain Razig's undying resilience. If during play John removes 250 points worth of Models but has no Models in play worth 5 points, he must sacrifice an entire model to bring Razig back. It is therefore possible to be forced to sacrifice more than 255 points to bring Razig back if things do not go well during the battle. So goes the uncaring desire for vengeance that drives Razig onward.

### Sing yer note canary bird

Spell: Banshee Wail

Casting Grade: 2 (attack spell)

Point Cost: 75

Range: Centered on Casting Model

Area of Effect: 3" Radius Circle

# Models Affected: All.

Damage: 1 point

Notes: Any models that are damaged that survive (i.e. multiple damage track models) lose their next Non-Combat Action. This spell may be purchased by Clarissa the Banshee only in a Razig's Revenge Army Roster. In Freelance Companies, the Banshee shriek is represented only with the Model's Ranged Attack.

## Razig Revenge - Soldiers

Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Skeletal Crewman	Standard	Razig/Evil	Grunt	-	1	0	0	6	9	1			7		11	20
Specials: Undead, Deflect																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Skeletal Harpooner	Standard	Razig/Evil	Grunt	-	1	1	0	6	9	2	0	6	7		11	26
Specials: Polearm, Undead, Deflect																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Skeletal Chain Gang	Standard	Razig/Evil	Grunt	-	1	0	0	6	9	3			7		11	27
Specials: Runner 2, Breaker, Undead, Deflect																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Zombie Recruit	Standard	Razig/Evil	Adept	-	1	0	0	4	9	1			7		11	21
Specials: Undead, Tough/1																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Skeletal Marines	Standard	Razig/Evil	Adept	-	1	1	0	6	9	2	2	18	7		11	28
Specials: Undead, Deflect																

## Razig Revenge - Leaders

Razig Revenge Leaders																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Captain Razig	Standard	Razig/Evil	Warlord	3-12/2	3	1	0	5	9	5	2	12	9		13	198
							1	4	9	4	2	12	7		11	
							2	3	9	3	1	12	6		9	
							3	3	9	1	1	12	5		7	
Specials: Bloodlust/4, Undead, Strategist, Tactician, Deflect																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Baron LeBone	Standard	Razig/Evil	Unq. Captain	4-11/1	2	1	0	4	9	4	1	12	8		11	111
							1	3	9	3	1	12	6		8	
							2	2	9	1	0	12	4		6	
Specials: 360, Undead, Deflect, Ranger, Tactician																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Mister Blood	Standard	Razig/Evil	Captain	4-11/1	2	0	0	5	9	3			8		11	69
							1	4	9	2			6		8	
							2	3	9	1			4		6	
Specials: Bloodlust/2, Trencher, Undead, Deflect																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Blackknife Tom	Standard	Razig/Evil	Unq. Sergeant	4-10/1	1	1	0	5	9	4	0	12	7	2	12	57
							1	3	9	2	0	12	4	1	6	
Specials: Assassin, Ranger, Undead, Deflect, Mage 1/2, Strategist																
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Grim Pete	Standard	Razig/Evil	Sergeant	4-10/0	1	0	0	6	9	3			7		10	34
							1	3	9	2			4		5	
Specials: Deflect, Undead																

## Razig Revenge - Elites

Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Clarissa	Standard	Razig/Evil	Unq. Mage	-	1	1	0	6	9	1	1	18	8	6	13	62
							1	3	9	1	1	18	4	3	7	
Specials:	Mage 3/12, Defensive Magic, Ronin, Undead, Non-Corporeal															
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Jackie Bones	Standard	Razig/Evil	Hero	-	2	1	0	5	9	3	1	12	8		11	64
							1	3	9	2	1	12	4		6	
Specials:	Tough/2, Runner/2, Breaker, Trencher, Undead, Deflect															

## Razig Revenge - Solos

Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
The Dark Maiden	Large	Razig/Neutral	Unq. Monster	-	3	0	0	6	9	5			13	3	14	217
							1	5	9	4			11	3	12	
							2	5	9	3			10	2	11	
							3	4	9	2			8	2	9	
							4	3	9	1			7	2	7	
Specials:		Beast, Horrid, Tough/4, Deflect, Undead, Mage 2/8														
Name	Base	AA	Type	TS	#M	#R	DT	MM	DS	AV	RAV	Rng	DV	CP	MD	Pts
Soul Cannon	Large	Razig/Evil	Unq. War Machine	-	1	1	0	4	9	1	5	24	10		11	76
							1	3	9	1	3	24	8		8	
							2	2	9	0	2	24	5		6	
Specials:		Undead, Blowthrough, Deflect														

## Can't Wait for Warlord?

We suggest the following stand-in or substitute figures from the Dark Heaven line to tide you over until the Warlord version is released.

- #74006 - Square Bases (Warlord uses square 1 inch bases for just about everything)
- #2043 - Undead Rising (To mark where Razig falls so you don't damage your paint job)
- #2102 - Plague Zombie (for Mister Blood)
- #2437 - Razig Undead Pirate (for Baron LeBone)
- #2587 - Wraith w/Two Handed Sword (for Blackknife Tom)

- #2633 - Vandorendra (for The Dark Maiden, you'll need to make a 40mm square base instead of a 1 inch base)
- #6001 - Skeletons (for Seadog Marines)
- #6006 - Skeletons (for Skeletal Harpooners)
- #6028 - Plague Zombies (for Zombie Recruits)
- #6032 - Skeletal Command Pack (for the Jackie Bones, figure variety, etc.)
- #6052 - Skeletons w/Two Handed Swords (for Skeletal Chainsmen)
- #6053 - Skeletons w/Swords (for Skeletal Crewmen)

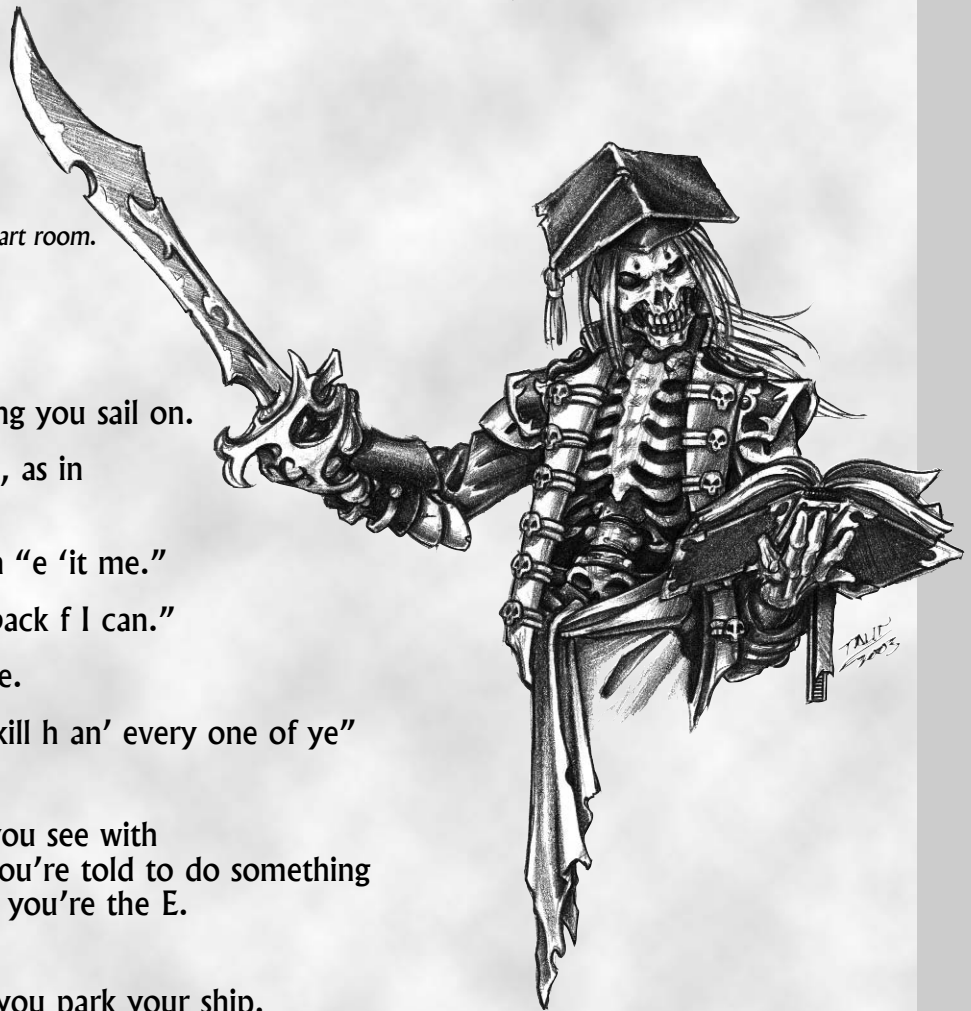




# The Three Arrrrrs! of Pirate Schoolin'

*As recited by Talin around the Reaper art room.*

- A** as in, "A get over 'ere."  
**B** as in, "I b a pirate."  
**C** it's the big blue wobbly thing you sail on.  
**D** indicates something specific, as in "Gimme d rum dammye!"  
**E** is what you call a guy, as in "e 'it me."  
**F** is a condition, "I'll 'it 'im back f I can."  
**G** is an exclamation of surprise.  
**H** is one E in particular, "I'll kill h an' every one of ye"  
**I** is the multipurpose word:  
 it's the thing in your 'ead you see with  
 a way of saying yes when you're told to do something  
 it's a way of saying E when you're the E.  
**J** is a very noisy bird.  
**K** is a very small cove where you park your ship.  
**L** is where all pirates go when they die.  
**M** is like E except the other way around "I 'it m."  
**N** is a location, "D rum is n d barrel so get it yesself dammye"  
**O** is another exclamation of surprise, as in "O I see."  
**P** is disgusting and best not talked about publicly.  
**Q** is a very long line.  
**R** is a way of saying "mine" when there's more than one "my"  
**S** is like B except the other way around, "He s a pirate too."  
**T** is what sissies and what landlubbers drink  
**U** is like E except when you're talking to the E, "I'll 'it u in a minute."  
**V** is how Germans say I, as in "V are not amused."  
**W** is when the U 'its you back an ye see two of 'em.  
**X** is what an evil wizard puts on ye.  
**Y** is a very good question.  
**Z** is how Frenchmen say D, "Z t s n z barrel."



# BABE WATCH

Ah yes, it is now time for everyone's favorite portion of our little magazine called Babe Watch. For those who don't know, Babe Watch is where we cast Hollywood's leading actresses (or actors, or horses, or whatever) for the roles of our Reaper characters in the upcoming Dark Heaven movie. This issue, we're casting the role of the elf babe Arnise. Read on!



Dina Meyer (of Starship Trooper fame) is our first choice. She's obviously familiar with the fantasy and sci-fi, starring in Starship Troopers, Star Trek Nemesis, Dragonheart, and

Birds of Prey. Maybe I'm partial because I dated her when we were in the Peace Corps together. Really.

Meg Ryan is our second choice. She's an accomplished thespian, sure, but her curly blonde hair and beautiful blue eyes just scream "babe". Okay, maybe I'm partial because I dated her in college. Whatever.



And finally, we present you with our most fitting actress, Drew Barrymore. Drew is our favorite cigarette-smoking, tattoo-getting, ET-chasing, David Letterman-flirting, tail-kicking Charlies

Angel actress. With qualities like those, how can we refuse to list her as a crazy, axe-wielding elf chick? Besides, we dated when we were Hari Krishnas. Honest.



If you have questions about miniatures, the market price of apples in Adon (how you like them apples!), or Reaper write to:

sophie@reapermini.com

LOVE  
37c

Sophie c/o Reaper  
P.O. Box 293175  
Lewisville, TX 75029-3175

Dear Sophie,  
Sweet thing! I love your new sculpt! In fact I painted it as soon as I got it... attached you will find my interp of you in my sick mind... anyhow, I love the scale; will Reaper be producing any more figs in this size?

Lustfully yours,  
Herrlobo

Dear Lobo,

Wow, what a... nice... email. Yes there are some more 72mm scale minis coming up soon, specifically a 72mm version of my girlfriend and CAV spokesmodel Dana Murphy pictured in this issue. She'll be available in August. High speed, huh? XOX  
Sophie

Hello,  
I just wanted to see if I could get onto a permanent mailing list for future Casket Works magazines? I love the drawings done by Talin and would like to see more of his work. Any suggestions?

Mike

Dear Mike,  
We're working on a mailing list for Casket Works so that folks like you can just sit back and wait for CW to arrive in their mailboxes. As for Talin, we're all fans of his work ourselves. Turn to the Gragg and Razig articles in this issue for more Talin goodness! And wow, the Dark Maiden is gorgeous.

XOX  
Sophie

To Sophie

I was just in my local gaming store yesterday, looking for dragon sculptures. The owner there showed me the Casket Works catalog and I was amazed at the designs as I collect a lot of merchandise depicting dragons. I really am impressed, that I am. I am even thinking of trying out the actual gameplay of Warlord. I bought one of the dragon designs and was surprised greatly by the character on the back of the package, you. For a succubus you aren't at all intimidating, and are very cute, as you put it so modestly in issue 11. Keep up the good work on those designs and I will definitely continue purchasing, who knows, I may even start playing!

Donovan Battousai

Hi Donovan,  
Well, I'm glad you like our dragons. Make sure you take a look at Jim Johnson's new dragon Marthrangul and Sandra Garrity's new fire dragon. They'll knock your socks off. Oh, and thanks for the compliment. But I assure you, I can be very intimidating when I want to. Maybe I'll show you some time! \*wink\*  
Xox, Sophie

Dear Sophie,  
How do I convince people that painting mini's and being in a LARP isn't unusual? (Well not too unusual.)

Yours always,  
Norrec

Dear Norrec,  
Why even bother? Being different is good. It's better than just following the herd, doing the same thing everyone else does. Besides, painting minis is a lot of fun, and I'm sure LARPing is fun too, though I haven't tried it yet! So get out there and be yourself! XOX... Sophie

# BATTLE BASES

## The Whys and Hows of Mounting Your Figures

Occasionally, we miniatures enthusiasts like to mount our figures on bases, either for gaming or purely for looks. The Dark Heaven Legends line of minis comes with an integral base, meaning that the figure and the “broccoli base” are cast as one piece. While this is fine for some gamers and painters, others prefer the uniform look of square slotted bases. However, this requires those folks to grind or cut the base off before mounting it to a square base.



With Battle Bases, it's easy for anyone to mount their miniatures on square bases without spending the unnecessary time removing integral bases. Let us show you what we mean...

First of all, after choosing your miniatures, test fit it into the Battle Base, trimming or filing the edges to get the necessary fit. Most Dark Heaven Legends character miniatures will fit into Battle Bases with little or no work at all.



Once you've made sure the figure fits inside the Battle Base, super glue it into place. After that, you'll need to fill in the gaps between the edge of the Battle Base and the edges of the integral base. Here at Reaper, we use a couple of different methods. The first is easiest; just fill the gaps with green stuff and texture it to match the texture of the broccoli base. The second method is a little more work, but still very effective. In a small container, mix two parts white glue to one part modeling flock and one part water. Stir this mixture into a paste and apply to the gaps (you can also apply this mixture over the integral base for a more uniform texture).



Voila! It's as easy as that. Now all you have to do is prime and paint the model. After that, flock or paint your base, and you're done! I like the look of miniatures on square bases, complete with flock or static grass, and I also like the weight of the model once it's attached to the metal Battle Base, rather than the plastic base.

All in all, it's just a matter of preference in what you like: integral bases, plastic slotted bases or Battle Bases. The bottom line is just to have fun, and enjoy your minis!



<p><b>74004</b> SMOOTH BASE HEX 25MM 4 IN PACK</p>	<p><b>74005</b> STONE BASE HEX 25MM 4 IN PACK</p>	<p><b>74006</b> SMOOTH BASE SQUARE 1 INCH 4 IN PACK</p>	<p><b>74007</b> SMOOTH BASE RECTANGLE 1 IN X 2 IN 3 IN PACK</p>
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**\$3.99/CW4**



# Werner Klocke



Photo by Dominic Heidebeck

Werner Klocke is no stranger to the world of miniatures and tabletop wargames. Relatively unknown in America until just a few years ago, Werner made an impression in the miniatures market in Europe during the 1990's. Now, he's one of the most popular sculptors in the world working today. We caught up with Werner as he took a sculpting break watching reruns of Baywatch on German television.

**Q: How did you first get started sculpting in the gaming industry? Reaper?**

**A:** Unfortunately, it was not with Reaper ;). I'm not sure; it must be either with Games Workshop or Hobby Products in Germany. It was in 1992 or 1993. I'd done some conversions first and then decided to do a complete figure. After dozens of unfinished attempts to do good knights (much too difficult at the beginning), I managed to finish my first mini in 1990. It was a Chaos Warrior and I was very proud of it. It was done in Fimo with some of the details in green stuff. The mini is still available from Excalibur Miniatures - the one who strangles a goblin. I still like it. (You don't have to print this, Ron J). The next minis were very difficult, because I could only sculpt after work and on the weekends. And I had to do a better job than I did on the first one. But finally a few were done and I applied at Games Workshop and Hobby Products. Both invited me for interviews and showed interest in my work. Because of my girlfriend (met her the same year) I chose to work full time for Hobby Products in 1994.

**Q: What is your favorite model that you have sculpted?**

**A:** That's a difficult one. I don't have a favorite model, or maybe a lot. Because the model I'm currently working on is my favourite one. 2386 Boris Mingla, the first one for Reaper, is very nice. 2420 Sir Richard is one of my most favorite knights I've ever done. The elves like 2558 Anduriel I like very much. 2562 Gossamer Air Elementalist has nice movement in her body and cloak. 14019 Durgam, is one of my favorite Dwarves. On the other hand, I find on nearly every miniature which I've sculpted something which I'll do better next time, but I don't tell you ;-).

**Q: Do you sculpt from photos or sketches, or do you make things up as you go?**

**A:** Both. If I have time to sculpt the miniature after I get an idea immediately, than there is no need to do a sketch. If not, then the sketch helps not to lose the idea. But it's absolutely fun to do a mini when I get such fantastic sketches like the ones from Talin.

**Q: Do you have any formal training in art?**

**A:** No. It's just practice and self-taught. And maybe a little bit of talent ;)

**Q: What types of hobbies do you have (when you have time)?**

**A:** I do a lot of tabletop and computer gaming. We have a club where we meet once a week and play all of the popular tabletops. A little bit miniature painting. But I'm not very fast. And Reaper keeps me so busy that I can manage to paint only 1 or 2 minis a year. Recently I started again with photography. Before I became a professional sculptor I worked for 6 years as a photographer. Now it's vice versa.

**Q: What other artists do you admire?**

**A:** Sandra Garrity, Jes Goodwin and the Twins - Alan and Michael Perry are my favorite sculptors. I like very much the fantasy art of Paul Bonner. His characters are especially expressive. John Blanche, one of my all time favorite, for his gothic style. Also the dark art of Brom. Picasso, Bosch, Sorayama, Bisley, Musamune Shirow to name a few of this strange mixture.

**Q: What are some upcoming projects you are working on for Reaper?**

**A:** Two dwarves for the Warlord line: a Priest who is carrying a portable anvil on his back and a Dwarven King in fully decorated plate armour. Big groan. Did Tim ever think of the pitiful sculptor who has to put all of these tiny details on the tiny green? A very smart Elven Fighter Mage, nice pose, again very nice and decorated armour...Lots of human Justicars and Fighters, female and male. And maybe somewhere later this year four new Reapers, maybe mounted.

**Q: What advice do you have for aspiring sculptors?**

**A:** Chose a simple figure to start with, not a knight, like I did (never finished it), dragon or female (these are the most difficult to sculpt, in my opinion). Finish it. Do another one and learn from the mistakes or what you can do better from the previous one. Practice is important; it helps that you have the satisfaction of a mini you sculpted on your own. Go and ask other sculptors for some tricks. Most of them are happy to share it with you; besides, that's why they hang around at Cons.

**Q: What's the last good book you read? What's the last good movie you saw?**

**A:** I read a lot. Especially Fantasy and SF books. Mostly for relaxing. The good ones are: Terry Pratchett, The Thief of Time. I like all of his books. He has a subtle sense of humor and can make perfectly visible the kinks/nuts/faintness of human being. Just brilliant. Tolkien's Lord of the rings for the fourth time. And Harry Potter. Good stuff for relaxing. Unfortunately, I don't go to the cinema very often. Not even seen the 2nd LOTR The Two Towers movie, shame on me. But on TV I've seen recently Notting Hill. I like Julia Roberts and Hugh Grant very much. And The Matrix. Good actors, good intense story and good special effects. Unfortunately most of the recent movies have a lack of story ;(.

**Q: Why is Oktoberfest in September? Shouldn't it be held in October?**

**A:** I was just waiting for this question, Ron. Oktoberfest originally started as a horserace that lasted for 15 days and ended on the first Sunday in October. That was in 1812. But I don't know if it was named Oktoberfest in 1812. Maybe later the Bavarians renamed it. And now it has spread all over the world - while I was visiting Reaper last September, I saw on every corner invitations for the Oktoberfest. It was great!

## Werner Klocke Mini Mini-Gallery:



# EVIDENCE LOCKER



Reaper Ivy and LadyStorm from the Reaper Message Boards meet at last! Robert promptly dubbed Ivy the evil twin and Cheryl Storm the good twin... And can we say? Cheryl is fun! 8 out of 8 Reaper Peeps agree...



Finalists in the Mr. Universe Contest at GAMA in Vegas. (L to R) Monte Cook, Clark Peterson and Ron Hawkins.



Chris Fitzpatrick, Reaper Staff Painter Anne Foerster, and Jennifer Haley hang out at the Reaper Booth at Origins 2003.

## Caption Contest!

We had fun with flipping comments around about these three pictures, and we thought you might too! Send your suggestions to [ron@reapermini.com](mailto:ron@reapermini.com). Winner gets a free Mossbeard the Treeman, sculpted by Werner Klocke.



"Ah, yes.  
Reaper...  
Loyal Citizens of  
the Empire..."

Couldn't resist snapping a few pics of the Imperial Guard, Tie Fighter Pilot, and Storm Troopers shopping the Reaper Booth at Origins! We brought these pictures back for our Reaper Sith Lord, Darth Abacus. He approves.



We know you have something to say about this one...  
Michael Genet demonstrates painting techniques at Reaper HQ.

## Posterior End

### Left Cheek

Oh my gosh, I don't believe it. A dozen issues of Casket Works put to bed.

Yup, 12 big ones. It seems like yesterday that we put out Casket Works #1, and it left ink all over our hands. And look at us now, all glossy color cover and all that. And what do the next 12 issues hold? Maybe full color?

Who knows? Look for Casket Works #13 sometime in the fall!

--Ron

### Right Cheek

Wow, we've been busy around here! Hope you guys enjoy all the new stuff! Figures galore, not to mention the latest Learn to Paint Kit 2. It was great getting to meet so many of you at Origins... Can't wait to do it all again next year! I had a fabulous time. Just how much fun is one person allowed to have while working? By the way, Bobby Jackson is the shiznit.

Casket Works #12 wraps up my 3rd issue as Reaper's Layout Chick... Hopefully it's been as good for all of you as it has been for me! See ya next time, folks!

--ivy, Layout cHiXxOR